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Listing of Claims:

1. (original) A circuit for reducing adjacent pixel interdependence in a liquid crystal display, comprising:
 - a decomposer for dividing an input signal into a plurality of signals having at least a high brightness signal and a low brightness signal;
 - a split low pass filter arrangement for independently low pass filtering rising transients and lengthening a fall time of falling transients in said low brightness signal to reduce adjacent pixel interdependence; and,
 - a delay matching circuit for the high brightness signal;
 - means for combining the delayed high brightness signal with the filtered low brightness signal to provide an output with reduced sparkle artifacts.
2. (original) The circuit of claim 1, wherein the split said low pass filter arrangement comprises at least two low pass filters, at least one associated delay circuit, and a maximum selector circuit.
3. (original) The circuit of claim 2, wherein the at least two low pass filters and at least one associated delay circuit comprise a first low pass filter circuit, a second low pass filter circuit with an associated delay circuit, and a third low pass filter circuit with another associated delay circuit, wherein the maximum selector circuit selects the maximum of the first, second, or third low pass filter circuits.

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4. (original) The circuit of claim 3, wherein the second low pass filter circuit is symmetrical with a linear phase response.
5. (original) The circuit of claim 1, wherein the liquid crystal display is a liquid crystal on silicon (LCOS) display.
6. (original) The circuit of claim 3, wherein the third low pass filter circuit comprises an asymmetric 5-tap filter with coefficients $8/16$, $4/16$, $2/16$, $1/16$, and $1/16$ preceded by a delay of 4 sample periods.
7. (original) The circuit of claim 3, wherein the first low pass filter comprises an asymmetric 5-tap filter with coefficients $1/16$, $1/16$, $2/16$, $4/16$, and $8/16$.
8. (original) The circuit of claim 3, wherein the second low pass filter comprises a symmetric 3-tap filter with coefficients $3/16$, $10/16$, and $3/16$, preceded by a delay of 3 sample periods.
9. (original) A method for reducing adjacent pixel interdependence in a liquid crystal display, comprises the steps of:
 - dividing an input signal into at least a high brightness signal and a low brightness signal;
 - independently low pass filtering rising transients and falling transients in said low brightness signal to reduce adjacent pixel interdependence; and,
 - delay matching the high brightness signal with said filtered low brightness signal; and,
 - combining the delay matched high brightness signal and the filtered low brightness signal to provide an output signal with reduced sparkle artifacts.
10. (original) The method of claim 9, wherein said low pass filtering step comprises the steps of:

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low pass filtering said low brightness signal according to a first filtering rate to generate a first filtered value;

delay matching and low pass filtering and said low brightness signal according to a second filtering rate to generate a second filtered value;

selecting as a filtered output for use in said combining step the maximum of said first and second filtered values.

11. (original) The method of claim 9, wherein said low pass filtering step comprises the steps of

low pass filtering said low brightness signal according to a first filtering rate to generate a first filtered value;

delay matching and low pass filtering and said low brightness signal according to a second filtering rate to generate a second filtered value;

delay matching and low pass filtering and said low brightness signal according to a third filtering rate to generate a third filtered value;

selecting as a filtered output for use in said combining step the maximum of said first, second and third filtered values.

12. (original) The method of claim 9, wherein said low pass filtering step comprises the step of changing the shape of rising and falling pulses edges in said low brightness signal.

13. (new) A circuit for reducing adjacent pixel interdependence in a liquid crystal display, comprising:

a decomposer comprising:

an input for receiving a video signal comprising
respective samples of pixel brightness values;

at least a high brightness output providing
consecutive high brightness value samples and a low
brightness output providing consecutive low brightness
value samples;

said consecutive low pixel brightness value
samples defining pulses;

a filter coupled to said low brightness output;

said filter adjusting transition times of said pulses
so as to reduce adjacent pixel interdependence.

14. (new) The circuit of claim 1 further comprising a combiner
coupled to said filter and to said high brightness output
for combining said high brightness samples with filtered
low-brightness samples to provide a filtered video signal
having reduced adjacent pixel interdependence.

15. (new) A method for reducing adjacent pixel interdependence
in a liquid crystal display, comprises the steps of:

providing a video signal comprising respective samples
of pixel brightness values;

decomposing said video signal to provide a first video
signal portion comprising consecutive high brightness value
samples and a second video signal portion comprising
consecutive low brightness value samples;

said consecutive low pixel brightness value samples
defining pulses;

filtering said second video signal portion by
adjusting transition times of said pulses so as to reduce
adjacent pixel interdependence.

16. (new) The method of claim 15 further comprising steps of:
 delaying said first video signal portion;
 combining said delayed first video signal portion with
 said filtered second video signal portion so as to provide
 a combined video signal having reduced adjacent pixel
 interdependence.

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